

Digital Storytelling Report

"Start with the art of storytelling. Add the use of technology and storytelling goes digital! There are many forms of digital storytelling that may combine any of the following elements: text, image, sound, voice and moving images, in a coherent story. It is the interplay of these elements, each of which plays a unique role that gives this medium its power. However, no amount of digital magic will turn a poor story into a good one." <http://members.shaw.ca/dbreear/dst.html#anchor983821>

Fill out this form electronically about the digital story that you created (with Dr. Theresa's pre-approval). Underlined blanks (if you click in the middle of the line) and cells will expand to hold as much as you have to say. Feel free to add additional rows to the table if needed. Please delete any unused rows in the table before printing or submitting this report. Check the syllabus for information on how to submit your completed report (bring a printout to class, email it, upload it, etc.).

1. Your name: Jennifer Bailey Block #: 2
2. For what project did you make your digital story? Meaningful Engaged Learning (MEL)
3. What is the content information that is being conveyed in a story format (what were you trying to teach or demonstrate that you had learned)? I was trying to demonstrate that I understood the components of MEL and that I could explain them to another person.
4. What type of story are you telling? I am telling a fable.
5. What pre-approved source did you use for defining the type of story that you chose and its elements (copy and paste the URL)?
<http://www.cesa8.k12.wi.us/teares/math/it/webquests/Fables/Lisa%27s%20The%20Elements%20of%20a%20Fable%20Chart.htm>
6. What is a different product that doesn't involve a digital story that you (or your students) could have created to demonstrate understanding/explanation of the same content (e.g., Glogster, a documentary movie, a radio talk show, MuseumBox, Prezi, etc.)?
A movie would have worked as well, as it could have demonstrated each section of the model in a real setting.
7. What are the advantages and disadvantages of using a digital story to convey content compared to the product you picked in #6? (Write a comparison of the two telling the pros and the cons of each.) PROS: --stories are usually pretty engaging and interesting --it helps build writing and speaking skills --it's often fun to create --it's often more memorable CONS: --it can get pretty lengthy -- sometimes it's hard to pick out what portions related to what aspects --you can't clearly label things without interrupting the flow of the story
8. Fill in the chart on page 2 about your story. Add rows if needed. Delete any unused rows.

<i>The art of storytelling</i> – in the cells below, list each of the various elements of the type of story you are telling. <i>(Copy and paste the element and its description/explanation from the source Web site.)</i>	<i>Your digital story</i> – in each corresponding cell below, tell what part of your digital story matches the element. <i>(If the description says your genre needs a superhero, tell who your superhero is. If the description says your genre has to have a conflict, describe the conflict in your story.)</i>	<i>Your digital story</i> –Tell how that element helps teach/ explain/ portray your content. OR tell what facets of your content are “told” through that element of your story. <i>(e.g., Marla is reluctant to have her information included in the Maine Memory Network and is perplexed by the “contraption.” It’s very appropriate that she ask the same questions that skeptics will ask about a new technology such as “aren’t there already things in the classroom that will do the same thing?”)</i>
Animal Characters with Human Qualities	Our main characters were Jerry the Giraffe and Rupert the Rhino, along with their class of animal students (Marty Monkey, Lionel Lion, and Polly Parrot).	Jerry was a representative of the young new teacher who knows about teaching with the MEL model, and Rupert is the veteran teacher who hasn’t kept up with new methods as well as he could have and has fallen into a rut of his usual ways.
Setting and Situation	The land of Kfundisha in the school Animal Academy	The Animal Academy represents the school that we will all hopefully be in someday where we can share the MEL model and collaborate with our colleagues to create better learning environments.
Problem	Rupert the Rhino is having a hard time controlling and teaching his students or getting them to be engaged and willing to learn. Jerry the Giraffe is a new teacher observing how classes typically are run in the school. However, Jerry sees that Rupert may not be teaching in a very effective way as he yells at students, bribes them to work, and requires them all to learn and show their knowledge in the same ways.	This represents a problem that we as new teachers might actually face in a new school. What do we do if we have all sorts of ideas that we want to try out, but the more experienced teachers are so set in their ways that it’s hard to introduce anything else? We don’t want to step on any toes, but we need to try out new things and be flexible, as well.

Resolution	Jerry steps in and teaches Rupert's class for a day. After a very successful day, Rupert and the principal of the school ask about how he managed to get everyone so willing to learn. He shares the MEL model with them and everyone is able to introduce these new concepts to the classroom. Yay!	In the end, it's important to stick to our beliefs and do what we can to suggest new ideas and give them a try to find out how well they might work in this particular environment. This represents the best-case scenario that we can hope for in our own futures.
Moral/Lesson	Using the MEL model in classrooms leads to better learning and better teaching. It's also important to stand up for your beliefs, especially when it comes to teaching.	The moral is here to encourage us as future teachers and also to support any teacher who learned about the MEL model from this story. They could get an idea of it's potential as well as inspiration to try to implement it themselves.